Authenticate a Hytale server and check the first connection

A newly started Hytale process needs a valid runtime, complete server files, an authorised server session and a reachable game endpoint before players can join. Follow the current Hytale documentation for your installed release; do not reuse Minecraft startup arguments or an older installation recipe.

1. Check the installed service before changing it

1. Open your Hytale service in the game panel and note the assigned address, game port and current startup output.
2. Confirm that this is the intended server and that no existing world is about to be replaced. Keep a completed backup before altering an established installation.
3. Check the runtime against the current official manual. At this guide's review, Hytale specifies Java 25. Ask support to confirm the template if the console shows an unsupported-runtime error.

The publisher's self-hosting download instructions are not a request to run an installer inside an existing hosted server. Preserve the launcher and directory layout provided for the service.

2. Establish who manages authentication

The publisher supports both interactive console authentication and hosting-provider session management. First inspect the console: if authentication is already supplied by the host, do not replace tokens or sign it out. Ask support which method the service uses when the status is

unclear.

For a server explicitly using your own interactive authentication, the documented console check and device flow are:

```
/auth status
/auth login device
```

Use the login command only when that method is appropriate for your service. Follow the fresh verification address and code shown by your own console, approve the intended account, then wait for confirmation. Treat the device code and resulting credentials as secrets. Never approve a code someone sent without establishing what session it authorises.

3. Verify the correct network endpoint

Hytale gameplay uses QUIC over UDP. Check the port assigned to this service rather than substituting the manual's default. A successful TCP-only port checker cannot establish that this game's UDP path works. Managed game hosting does not require you to change the hypervisor firewall or forward ports on CloudExa's router.

Use the connection address supplied for this server, including its non-default port where required. Avoid adding a proxy or DNS workaround until a direct test of the assigned endpoint has succeeded.

4. Make a controlled first join

Keep the client and server on compatible releases. Start with the provided configuration and leave additional mods out of the first baseline test. Watch the console while an ordinary player joins; record whether the failure happens before authentication, during joining or only while the world loads.

Once connected, verify movement and normal interaction rather than relying on a brief loading screen. Let another authorised player test, then retain the working configuration. Before a later update or restart, check the service's backup and authentication arrangements so a recovery copy does not expose session credentials.

When to ask support

Send the server ID, build information, exact redacted error and UTC test time if authentication or the assigned endpoint is uncertain. Do not paste tokens into tickets or switch to offline authentication to bypass a failed session. No reinstall or world reset is required merely to collect this evidence.

Related CloudExa guides

- Keep a recoverable game-server backup
- Choose the next connection or startup check

Developer references

- Hypixel Studios Hytale server requirements and networking
- Hypixel Studios server authentication methods

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